

APPENDIX

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THE COMPREHENSIVE STANDARD FOR BUSINESS, SCHOOL, LIBRARY, AND HOME

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example, the number 123 means 123.07 plus 2x10 plus 3 in octal, which is based on powers of 8 instead of powers of 10. The number 123 means 123.07 plus 208 plus 3 or decimal 83.

Because octal works with multiples of 3 bits but microcomputers commonly work in units of 4, 8, 16, 32, and so on, octal is more often encountered in microcomputers and microprocessors than in personal computing, where hexadecimal or base-16, which is more widely used, is preferred. Equivalents and conversion tables for binary, decimal, hexadecimal, and octal are in Appendix E. Computer binary, hexadecimal.

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term or language that supports the use of objects.
See also object.

object-oriented graphics Also called structured graphics. Computer graphics that are based on the use of "construction elements" (graphics primitives) such as lines, curves, circles, and squares. Object-oriented graphics, used in applications such as computer-aided design and training and simulation programs, describe an image not themselves as a set of instructions for creating the objects in the image. This approach contrasts with the traditional graphics, in which a visual approach to creating images, which represents a graphic as a group of black and white or colored dots arranged in a certain pattern. Object-oriented graphics enable the user to manipulate objects as entire units—for example, to change the length of a line or change a circle's radius. Object-oriented graphics require adjusting individual dots in the line or circle. Because objects are described mathematically, object-oriented graphics can also be layered, rotated, and outputted relatively easily. Compare the object-oriented graphics with the traditional graphics primitive.

object-oriented interface A type of user interface in which elements of the system are represented by visible screen entities such as icons (graphical representations) which are used to manipulate the system elements. For example, the Macintosh Finder presents an object-oriented interface to the file system, representing it by using images of documents, file folders, and disk drives. Object-oriented display interfaces do not necessarily imply any relation to object-oriented programming. See also object-oriented graphics.

object A shortened term for object code (machine-executable code) in object-oriented programming. A machine-executable code that is based on data that is treated as a discrete entity. See also abstract data type, module, object code, object-oriented programming.

In graphics, a distinct entity. For example, a bounding ball might be an object in a graphics program.

object code The code, generated by a compiler or an assembler, that is translated from the source code of a program. The term most commonly refers to machine code that can be directly executed by the system's central processing unit (CPU), but it can also be assembly language source code or a version of machine code. Object source code, see also assembly language, compiler.

object computer The computer that is the target of a specific communications attempt.

object file A file containing object code, usually the output of a compiler or assembler and the input for a linker. See also object code.

Objective-C An object-oriented version of the C language developed in 1984 by Brad Cox. It is most widely known for being the standard development language for the NeXT system. See also object-oriented programming.

object linking and embedding See OLE.

object module In programming, the object-code compilation of a source-code file, which is usually a collection of modules, ready to be linked with other object modules. See also linker, module, object code.

object-oriented An adjective applied to any sys-

